### TO ALL PARTIES AND TO THEIR RESPECTIVE ATTORNEYS OF RECORD:

PLEASE TAKE NOTICE that on August 30, 2007 at 10:00 AM, or as soon thereafter as the matter may be heard, at the courtroom of Judge Maria Elena James, located at 450 Golden Gate Ave., 15th floor, San Francisco, CA 94102, Defendants John Tam, Jamie Yang, and Corey Fong, (collectively "The Tam Defendants"), through their attorneys of record, will move the court pursuant to sections 877 and 877.6 of the Code of Civil Procedure for an order determining that the settlement entered into between The Tam Defendants and Plaintiff Activision Publishing, Inc. is in good faith and further, for an order barring all joint co-tortfeasors from bringing any further or future claims against each party to this action for indemnity and contribution. This motion will be made and based upon the grounds that the parties have entered into and consummated a settlement in good faith, and that the settlement bars any and all further and future claims by any joint tortfeasors or co-obligors for indemnity or equitable comparative contribution, or partial or comparative indemnity and fault against the settling parties pursuant to Code of Civil Procedure '877.6(c).

This motion will be made and based upon this Notice of Motion, the attached Memorandum of Points and Authorities, the Declarations of Richard F. Cauley and Yee-Horn Shuai, and such other and further oral and documentary evidence as may be presented at the hearing of the motion.

A courtesy copy of all of this notice and these pleadings will be delivered to the Court's Chambers.

Dated: July 16, 2007 SHUAI & ASSOCIATES

Yee-Horn Shuai, Attorney for Defendants John Tam,

Jamie Yang, and Corey Fong

#### MEMORANDUM OF POINTS AND AUTHORITIES

Activision's trade secret information.

#### STATEMENT OF FACTS

The above-entitled action arose out of alleged claims made by Plaintiff Activision

Publishing, Inc. ("Activision") against former employees and defendants John Tam, Corey Fong
and Jamie Yang (collectively "The Tam Defendants"), The Ant Commandos, Inc., Hong Lip Yow
and Raymond Yow, (collectively "The TAC Defendants"), and Reverb Communications, Inc.
And Doug Kennedy, (collectively "The Reverb Defendants"). Activision claimed that The Tam
Defendants were working with Activision's competitor Defendant The Ant Commandos, Inc.

("TAC") and TAC's respective directors during their employment and allegedly misappropriated

On or about February 6 and 7, 2007, the depositions of John Tam and Corey Fong took place pursuant to the court's order permitting limited expedited discovery. After the deposition of Mr. Fong, the attorneys and the parties for Activision and The Tam Defendants sat down face-to-face to work out reasonable settlement terms. At the end of those discussions, the parties agreed in principal as to settlement of the matter against defendants John Tam and Corey Fong.

Approximately, 3 weeks later the parties agreed to settle the matter as to Jamie Yang as well.

On or about March 27, 2007, Activision and defendants John Tam and Corey Fong executed the Confidential Settlement Agreement in this matter, and entered into a Consent Judgment and Permanent Injunction. On or about April 11, 2007, Activision and Jamie Yang executed the Confidential Settlement Agreement in this matter, and entered into a Consent Judgment and Permanent Injunction.

Whatever the perceived strength of Activision's claims for liability against the Tam Defendants, Activision never produced any evidence, either formally or informally, that the company had suffered any compensable damages as a result of the actions of any of the defendants, including the Tam Defendants.

From the information received as of the time of the settlements between Plaintiff and the Tam defendants, there was no indication that Activision had suffered any compensable injury.

The settlement agreed to between the parties was not entered into with the intent to
tortiously injure any of the other parties involved in this lawsuit. Each of The Tam Defendants'
settlement consisted of signing a settlement agreement, with a payment of apiece and
signing a consent order, with an injunction against not only using Activision's trade secrets, but
also agreeing to additional restrictions on their employment unconnected to any use of any
Activision intellectual property.

Few months thereafter and after much more extensive wrangling and discoveries, The ACT Defendants also settled with the Activision on June 7, 2007. Pursuant to said ACT Defendants' Motion for Order for Determination of Good Faith Settlement, they and their counsel all claim the settlement amount to be fair and in rough approximation of Activision's total recovery and the TAC Defendants' proportionate liability.

The Reverb Defendants have repeatedly stated to the Tam Defendants that they do not intend to oppose the Tam Defendants' Motion for Good Faith Settlement Determination.

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# THIS COURT HAS AUTHORITY TO AND SHOULD MAKE A DETERMINATION THAT THE SETTLEMENT WAS MADE IN GOOD FAITH UNDER C.C.P. SECTION 877.6

Code of Civil Procedure § 877.6 allows a settling alleged tortfeasor to request that the court grant a motion for good faith settlement, which has the force and effect of barring other alleged joint tortfeasors from any further claims against the settling tortfeasor for claims of partial or total comparative contribution for indemnity based upon comparative negligence or comparative fault principles.

In *Tech-Bilt, Inc. v. Woodward-Clyde & Associates*, 38 Cal. 3d 488, 499 (1985), the court concluded that a trial court may inquire as to whether the amount of the settlement is within a reasonable "ballpark" range of the settling tortfeasor's proportional share of comparative liability for the alleged damages. This assessment is to be made based on the facts available at the time of settlement. The court outlined factors to be assessed in making the good faith determination as follows:

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The intent and policies underlying § 877.5 require that a number of factors be taken into account, including a rough approximation of the plaintiff's total recovery and the settlor's proportionate liability, the amount paid in settlement, the allocation of settlement proceeds among plaintiffs, and a recognition that a settlor should pay less in settlement than he would if he were found to have liability at trial. Other relevant considerations include the financial condition and insurance policy limits of the settling defendants as well as the existence of collusion, fraud, or tortious conduct aimed to injure the interest of non-settling defendants. Finally, practical considerations obviously required that the evaluation be made on the basis of information available at the time of settlement. Id. at 499.

In the instant case, the facts clearly reflect that the settlement by the parties is in good faith and consistent with the considerations outlined in the *Tech-Bilt* decision.

The parties participated in numerous settlement discussions. As a result of those efforts, a settlement with Plaintiff and The Tam Defendants was reached. Due to the confidentiality of the settlement agreement, Tam Defendants can only disclose the settlement amounts under seal. (See Declaration of Yee-Horn Shuai under seal.)

Furthermore, there is no evidence that this settlement was the result of collusion, fraud or tortious conduct against the non-settling defendants/cross-defendants. There is no evidence that the agreement was based on anything other than an arms-length negotiation following investigation by all parties concerned.

Finally, it is presumed that the settlement was made in good faith and it is the burden of the party opposing the motion to present evidence to the effect that this settlement was not made in good faith. Id. at 499.

Further, Code of Civil Procedure §§ 877 and 877.6(c) applies to those defendants who act in concert to cause an injury, and include joint and concurrent and successive tortfeasors. In

Turcon	Construction,	Inc. v.	Norto-Valliers,	Ltd.,	139 Cal.	App.	3d 280,	282	(1983)	the court
stated:										

The clear policy of § 877.6(c) is to encourage settlement by providing finality to litigation for the settling tortfeasor. This policy applies with equal force to all tortfeasors joined in the single action regardless of whether their acts are successive or contemporaneous.

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# A DETERMINATION OF GOOD FAITH SETTLEMENT UNDER C.C.P. § 877.6 BARS ALL CLAIMS FOR CONTRIBUTION OR INDEMNITY ALLEGED BY JOINT CO-TORTFEASORS

Further, Code of Civil Procedure §§ 877 and 877.6(c) applies to those defendants who act in concert to cause an injury, and include joint and concurrent and successive tortfeasors. In *Turcon Construction, Inc. v. Norto-Valliers, Ltd.*, 139 Cal. App. 3d 280, 282 (1983) the court stated:

The clear policy of section 877.6(c) is to encourage settlement by providing finality to litigation for the settling tortfeasor. This policy applies with equal force to all tortfeasors joined in the single action regardless of whether their acts are successive or contemporaneous.

In the present case, The Tam Defendants are individuals and former employees of Activision. They did not have any insurance coverage and limited means. Due to their inability to afford any protracted litigation, The Tam Defendants quickly settled with Activition. Each of The Tam Defendants' settlement consisted of a payment of apiece, and signing a consent order, with an injunction against not only using Activision's trade secrets, but also agreeing to additional restrictions on their employment unconnected to any use of any Activision intellectual property.

After several more months of wrangling and discoveries, The ACT Defendants also settled with Activision for an amount that should be kept confidential. Nevertheless, in the Motion for Order for Determination of Good Faith Settlement, the ACT Defendants do go through and analyze each and every one of the factors for a good faith settlement determination, and claim the

Jamie Yang, and Corey Fong

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## I, Richard F. Cauley, declare as follows:

- 1. I am an attorney at law duly licensed to practice before all courts of the State of California and am a shareholder in the law firm of Wang, Hartmann & Gibbs, PC, former attorneys of record for Defendants John Tam, Corey Fong and Jamie Yang, (collectively "The Tam Defendants"), in the above-entitled actions. I participated in the settlement negotiations between Plaintiff and The Tam Defendants. As such, I have personal knowledge of the facts stated herein and if called upon as a witness, I could and would competently testify to the below facts which are personally known to me.
- 2. The above-entitled action consisted essentially of claims for trade secret misappropriation and breach of contract brought by Plaintiff against its former employees The Tam Defendants.
- 3. To avoid further litigation costs, the Plaintiff and The Tam Defendants agreed to a settlement of this matter; the settlements reached were negotiated and reached in good faith and were not the result of collusion, subterfuge or fraud. Whatever the perceived strength of Activision's claims for liability against the Tam Defendants, Activision never produced any evidence, either formally or informally, that the company had suffered any compensable damages as a result of the actions of any of the defendants, including the Tam Defendants. This was not surprising, in light of the fact that, by the time the defendants agreed to the injunctive relief sought by Activision which stopped their allegedly infringing activities, the defendants had done nothing to advance the alleged "plot" to compete against Activision other than conduct a couple of meetings and pick a name for their prospective new company. From the information I received as of the time of the settlements between Plaintiff and the Tam defendants, there was no indication that Activision had suffered any compensable injury. The settlement agreed to between the parties was not entered into with the intent to tortiously injure any of the other parties involved in this lawsuit. Each of The Tam Defendants' settlement consisted of signing a settlement agreement, with a payment of \$ apiece and signing a consent order, with an injunction against not only using Activision's trade secrets, but also agreeing to additional restrictions on their employment unconnected to any use of any Activision intellectual property.

Copies of these settlement agreements and consent orders are annexed hereto as Exhibits A through F. 4. Given the relatively large cash payment by these defendants (\$ together), the restrictions on their future employment (over and above any agreement not to use Activision intellectual property) and the minimal actual damages incurred by Activision, it is clear that the settlement of the Tam Defendants far exceeds their proportional liability to Activision. I declare under penalty of perjury under the laws of the State of California that the foregoing is true and correct. Executed on August 16, 2007 at Newport Beach, California. Richard F. Cauley

AND JAMIE YANG'S MOTION FOR ORDER DETERMINING GOOD FAITH SETTLEMENT

- I, Yee-Horn Shuai, declare and say:
- 1. I am an attorney licensed to practice law in the State of California, and the attorney of record for defendants John Tam, Corey Fong and Jamie Yang.
- 2. This declaration is made upon my own knowledge and if sworn as a witness, I can competently testify to the truth of the facts set forth herein.
- 3. On or about February 6 and 7, 2007, the depositions of John Tam and Corey Fong took place pursuant to the court's order permitting limited expedited discovery. After the deposition of Mr. Fong, the attorneys and the parties for Activision and The Tam Defendants sat down face-to-face to work out reasonable settlement terms. At the end of those discussions, the parties agreed in principal as to settlement of the matter against defendants John Tam and Corey Fong. Approximately, 3 weeks later the parties agreed to settle the matter as to Jamie Yang as well.
- 4. On or about March 27, 2007, Activision and defendants John Tam and Corey Fong executed the Confidential Settlement Agreement in this matter, and entered into a Consent Judgment and Permanent Injunction. On or about April 11, 2007, Activision and Jamie Yang executed the Confidential Settlement Agreement in this matter, and entered into a Consent Judgment and Permanent Injunction.
- 5. On or about June 8, 2007, I notified counsel for the ACT Defendants and the Reverb Defendants The Tam Defendants' intent to seek good faith settlement determination and invited them to join in a stipulation for a mutual waiver of any possible indemnity and contribution claims against each other. Counsel for ACT Defendants flatly rejected the idea. However, counsel for the Reverb Defendants told me at least twice that his clients did not intend to oppose such a motion.

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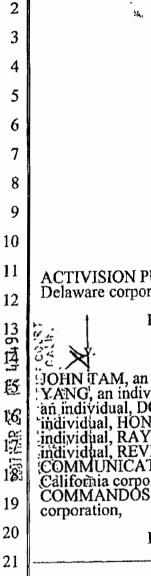
**EXHIBIT B** 

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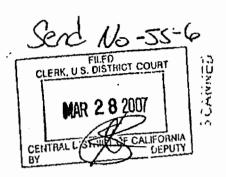
EXHIBIT A

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EXHIBIT C







# UNITED STATES DISTRICT COURT CENTRAL DISTRICT OF CALIFORNIA

ACTIVISION PUBLISHING, INC., a Delaware corporation,

Plaintiff,

JOHN iTAM, an individual, JAMIE 'YANG', an individual, COREY FONG, an individual, DOUG KENNEDY, an individual, HONG LIP YOW, an individual, RAYMOND YOW, an individual, REVERB COMMUNICATIONS, INC., a California corporation, and THE ANT COMMANDOS, INC., a California

Defendants.

Case No. CV 07-00464 PA (Ex)

IPROPOSED| CONSENT JUDGMENT AND PERMANENT INJUNCTION AS TO **DEFENDANTS JOHN TAM** AND COREY FONG

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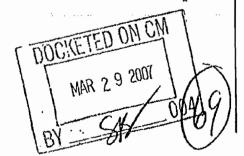
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WHEREAS plaintiff Activision Publishing, Inc. ("Activision") and defendants John Tam ("Tam"), and Corey Fong ("Fong") (collectively iñ "Defendants") have agreed in a separate confidential agreement to settlement of the matters in issue between them and to entry of this Consent Judgment and Permanent Injunction, it is hereby ORDERED, ADJUDGED, AND DECREED THAT:

- 1. Activision alleged claims against Tam and Fong for: (1) copyright infringement under 17 U.S.C. § 501, et seq.; (2) violation of Section 43(a) of the Lanham Act under 15 U.S.C. § 1125(a); (3) violation of the Computer Fraud and Abuse Act pursuant to 18 U.S.C. §§ 1030(a)(4) and (a)(5)(B); (4) violation of California Penal Code § 502; (5) misappropriation of trade secrets under California Civil Code §§ 3426, et seq.; (6) misappropriation of confidential information: (7) breach of contract; (8) breach of duty of loyalty and fiduciary duty; (9) statutory unfair competition under California Business and Professions Code § 17200, et seq.; (10) common law unfair competition; and (11) conversion.
- 2. This Court has jurisdiction over all of the parties in this action and over the subject matter in issue based on 28 U.S.C. §§1331, 1338(a) and 1367(a), as well as 15 U.S.C. § 1121(a) and 18 U.S.C. § 1030(g). This Court further has continuing jurisdiction to enforce the terms and provisions of this Consent Judgment and Permanent Injunction. Venue is also proper in this Court pursuant to 28 U.S.C. §§1391(b).
- 3. Plaintiff Activision is a Delaware corporation, having its principal place of business at 3100 Ocean Park Boulevard, Santa Monica, California 90405.
- 4. Defendant Tam, an individual who resides in Milpitas, California, was until recently an employee of Activision.
- 5: Defendant Fong, an individual who resides in Foster City, California. was until recently an employee of Activision.

- 6. Tam and Fong communicated with Doug Kennedy ("Kennedy"). Reverb Communications, Inc. ("Reverb"), The Ant Commandos ("TAC"), Hong Lip Yow ("H. Yow") and Raymond Yow ("R. Yow") to form a company, referred to initially as Hourglass Interactive and then, ultimately, Lodestone Entertainment, Inc., to compete with Activision using Activision's confidential and proprietary information that Tam and Fong had obtained from Activision. (Hereinafter, Defendants' contemplated business venture is referred to as "Lodestone"). Through Lodestone, Defendants planned to sell a video game ("Defendants' Game") in competition with Activision's award-winning rhythm based music games called Guitar Hero<sup>™</sup> and Guitar Hero II<sup>™</sup> (collectively the "Guitar Hero<sup>™</sup> franchise").
- Activision is the owner of the copyrights in the audiovisual material 7. associated with the Guitar Hero™ franchise, which copyrights have been registered, including Copyright Registration PA-1-322-764 for Guitar Hero<sup>TM</sup>. This copyright is valid and enforceable throughout the United States.
- Lodestone intended to target a confidential and proprietary Activision corporate opportunity for the Guitar Hero™ franchise involving a certain confidential third party (the "Third Party") that was known to Tam and Fong by virtue of their employment with Activision.
- 9. Tam, working with Fong, directed an Activision employee and Activision independent contractors to develop, at Activision's expense, a demo of Defendants' Game (the "Tam Demo") for use by Defendants. Defendants reproduced, displayed, published, distributed, sold and/or promoted the Tam Demo without Activision's authorization or consent.

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Because the identity of the Third Party is Activision confidential and trade secret information, the name of this party is not disclosed in this Consent Judgment and Permanent Injunction but may be found in Appendix B to the confidential Settlement Agreement between the parties.

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10. Defendants intended to and did use the Tam Demo, to solicit partners and funds for Lodestone. The Defendants' decision to target and/or partner with; the Third Party was based on Activision's confidential and trade secret information.

Information Agreement ("Proprietary Information Agreement") obligating themselves to hold in strict confidence, and not use or disclose except for the benefit of Activision, Activision Proprietary Information.<sup>2</sup> Fong and Tam each explicitly acknowledge and agree that the Proprietary Information Agreements they signed constitute valid and binding agreements. Fong and Tam also each explicitly acknowledge and agree that Activision Proprietary Information includes, but is not limited to the following confidential and trade secret information, which derives independent economic value from not being generally known to the public or to other persons who can obtain economic value from its disclosure or use:

<sup>2</sup> "Activision Propriety Information" includes all Activision confidential and trade secret information and, as set forth in the Employee Proprietary Information Agreement signed by Tam, Yang and Fong, specifically includes:

any and all trade secrets, confidential knowledge, data or any other proprietary information pertaining to any business of the Company or any of its clients, customers or consultants, licensees or affiliates. By way of illustration but not limitation, "Proprietary Information" includes (a) inventions, ideas, improvements, discoveries, trade secrets, processes, data, programs, knowledge, know-how, designs, techniques, formulas, test data, computer code, other works of authorship and designs whether or not patentable, copyrightable, or otherwise protected by law, and whether or not conceived of or prepared by me, either alone or jointly with others (hereinafter collectively referred to as "Inventions"); (b) information regarding research, development, new products and services, marketing plans and strategies, merchandising and selling, business plans, strategies, forecasts, projections, profits, investments, operations, financings, records, budgets and unpublished financial statements, licenses, prices and costs, suppliers and customers; and (c) identity, requirements, preferences, practices and methods of doing business of specific parties with whom the Company transacts business, and information regarding the skills and compensation of other employees of the Company and independent contractors performing services for the Company.

- Financial information related to the Guitar Hero<sup>TM</sup> franchise. (a) including but not limited to, profit and loss information, cost information, expenses, contract terms, sales numbers and forecasts, information contained in the Guitar Hero IITM Budget Summary, information contained in the Guitar Hero IITM North American Xbox 360<sup>TM</sup> Strategy PowerPoint, information contained in the Variable Sales & Marketing spreadsheet.
- (b) Marketing information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to marketing partners, contract terms. marketing categories, information contained in the Guitar Hero<sup>TM</sup> franchise plans, and identified growth areas for the Guitar Hero™ franchise,
- (c) Product information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to product design, such as the design for the Guitar Hero IITM Xbox 360TM controller design, future product ideas and designs.
- (d) Profit and loss statements developed by Tam, Fong and/or Yang which were derived from Guitar Hero<sup>TM</sup> financial information. including such statements developed for Hourglass Interactive and/or Lodestone Entertainment,
- Information related to music licensing and in game advertising (e) for the Guitar Hero<sup>TM</sup> franchise, including but not limited to contract terms, identities of possible future songs and artists to include, and identities of partners for licensing or in game advertising, and
- Vendor information related to the Guitar Hero™ franchise, **(f)** including but not limited to vendor identities and contact lists, vendor pricing, and vendor contract terms.

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- 12. Tam entered into a binding and valid employment agreement with Activision. This contract required that, among other things, the term of Tam's employment would continue until May 31, 2007, and that during that time he would not work for any Activision competitor. TAC is an Activision competitor.
- THEREFORE, it is hereby further ORDERED, ADJUDGED AND 13. DECREED THAT:
- John Tam and Corey Fong, their, officers, directors, agents, servants, A. employees, attorneys, and those in active concert or participation with any of them who receive actual notice of this injunction by personal service or otherwise ARE RESTRAINED AND ENJOINED from:
  - 1. Copying, distributing, displaying or using any content derived or copied from the Guitar Hero<sup>TM</sup> or Guitar Hero II<sup>TM</sup> video game:
  - 2. Copying, distributing, displaying or using the game demo created by John Tam based on Guitar Hero<sup>TM</sup> and StepMania, screenshots of which are attached hereto as **Exhibit 1** (the "Tam Demo") and/or copying, distributing, displaying or using any content derived or copied therefrom;
  - 3. Manufacturing, selling, offering for sale, advertising or distributing the Tam Demo, or any rhythm based video game including or derived from any Activision Proprietary Information;
  - Taking any steps to develop, market, manufacture, sell or distribute 4. any guitar, synthesizer or drum based video games, including any peripherals for those games, for a period of one (1) year;
  - Using, disclosing, transferring, distributing or reproducing any 5. Activision Proprietary Information and any materials or information derived therefrom, including but not limited to, using it in connection with developing a music or rhythm based game, or in starting a

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company, said Activision Proprietary Information including but not limited to:

- d to:
  Financial information related to the Guitar Hero<sup>TM</sup> franchise, ਦੱ including but not limited to, profit and loss information, cost information, expenses, contract terms, sales numbers and forecasts, information contained in the Guitar Hero IITM Budget Summary, information contained in the Guitar Hero II<sup>TM</sup> North American Xbox 360<sup>™</sup> Strategy PowerPoint, information contained in the Variable Sales & Marketing spreadsheet.
- Marketing information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to marketing partners, contract terms. marketing categories, information contained in the Guitar Hero™ franchise plans, and identified growth areas for the Guitar Hero™ franchise,
- Product information related to the Guitar Hero™ franchise. including but not limited to product design, such as the design for the Guitar Hero IITM Xbox 360TM controller design, future product ideas and designs,
- Profit and loss statements developed by John Tam, Corey Fong and/or Jamie Yang which were derived from Guitar Hero™ financial information, including such statements developed for Hourglass Interactive and/or Lodestone Entertainment,
- Information related to music licensing and in game advertising for the Guitar Hero™ franchise, including but not limited to contract terms, identities of possible future songs and artists to include, and identities of partners for licensing or in game advertising, and

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•	Vendor information related to the Guitar Hero™ franchise,
	including but not limited to vendor identities and contact lists
	vendor pricing, and vendor contract terms;

- 6. Taking any steps to develop, market, manufacture, sell or distribute. any guitar controller intended to be compatible with Activision's Guitar Hero II™ game for the Microsoft Xbox 360™ game console until six months after Activision commercially releases the Activision Guitar Hero II<sup>TM</sup> game for the Microsoft Xbox 360<sup>TM</sup> game console:
- 7. Taking any steps to develop, market, manufacture, sell or distribute any of the confidential peripheral devices disclosed in Appendix A until six months after Activision commercially releases such a device:
- 8. Disclosing, transferring, distributing, reproducing or using any of the business plans developed by Jamie Yang, Corey Fong or John Tam or otherwise derived from those individuals for The Ant Commandos or for the business venture referred to variously as Hourglass Interactive and Lodestone Entertainment;
- 9. Soliciting Activision employees for a period of one (1) year;
- Soliciting any of the Activision partners and growth areas identified in 10. Appendix B to the confidential Settlement Agreement for a period of one (1) year; and
- 11. Soliciting any of the manufacturing vendors identified in Appendix C to the confidential Settlement Agreement for a period of one (1) year.

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- Defendants shall, within five (5) days of entry of this Consent Judgment and Permanent Injunction, deliver the documents and things listed below in their possession, custody or control and shall file a written certification with the Court stating that they have done so and have not retained any such documents and things or any copies, electronic or otherwise, of such things:
  - All Activision property, including but not limited to documents, files, 1. materials and things containing or derived from Activision Proprietary Information and/or that Defendants acquired, received, developed or worked on during the period of time that they worked for Activision having anything to do with the video game business; and
  - All documents, files, materials and things related to the business 2. venture Hourglass Interactive and/or Lodestone Entertainment and/or otherwise related to any communications with or involving Reverb, The Ant Commandos, Doug Kennedy, Hong Lip Yow, Raymond Yow and/or any third party with whom you communicated related to the business venture Hourglass Interactive and/or Lodestone Entertainment.
- Defendants shall, within five (5) days of the entry of this Consent Judgment and Permanent Injunction, disclose in writing to Activision all disclosures of information, documents or materials related to or referring to Activision's business or products or to the Tam Demo to third parties, including a description of what was disclosed and the identity of any third parties receiving such information and shall file a written certification with the Court stating that they have done so.
- Service by mail upon the counsel of record of a copy of this Consent ). Judgment and Permanent Injunction entered by the Court is deemed sufficient notice to Defendants under Rule 65(d) of the Federal Rules of Civil

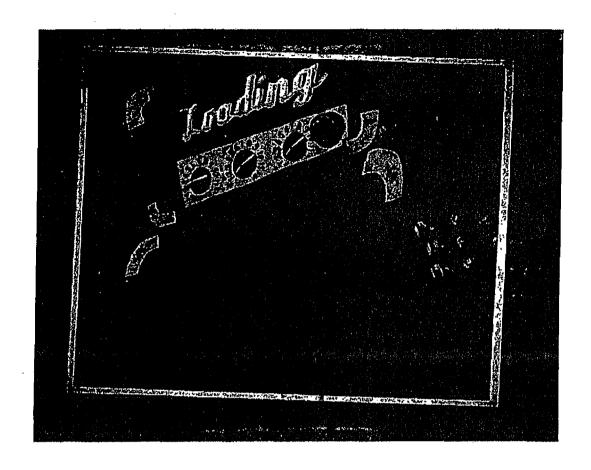
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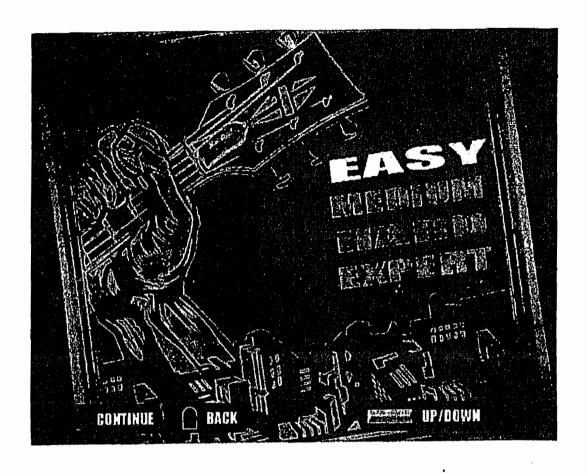
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ı	Procedure. It shall not be	e necessary for any Defendant to sign any form of			
2	acknowledgement of service.				
3	E. Except as otherwise prov	vided for in the Settlement Agreement, the parties			
4	shall bear their own attor	neys' fees and costs.			
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6	IT IS SO ORDERED.	( )/ Dage =			
7	D. 40-10 Marrie 27 2007	TO MUSICION			
8	Dated: March 27, 2007	Hon. Percy Anderson United States District Judge			
9		United States District Judge			
10					
11	APPROVED AS TO FORM AT	ND CONTENT:			
12					
13	Dated: March 26, 2007	JONES PAY			
14		ATTIVI			
15		By: Michael A. Tomasulo			
16		1			
17		Attorneys for Plaintiff ACTIVISION PUBLISHING, INC.			
18	Dated: March 26, 2007	WANG HARTMANN & GIBBS PC			
19		James Carlos Car			
20 21		By: Mill Deleg			
22		By: Richard Cauley			
23	,	Attorneys for Defendants JOHN TAM, JAMIE YANG, COREY FONG			
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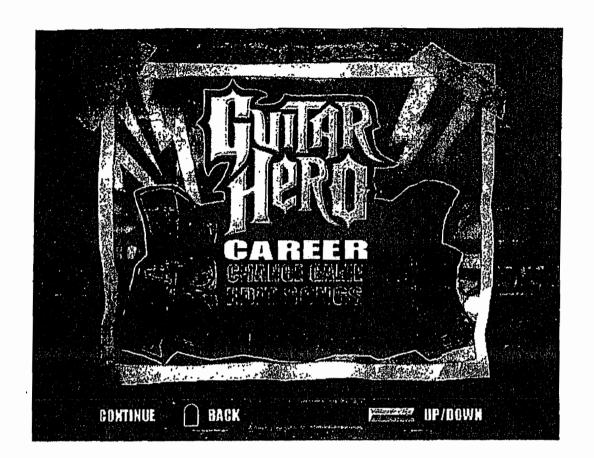
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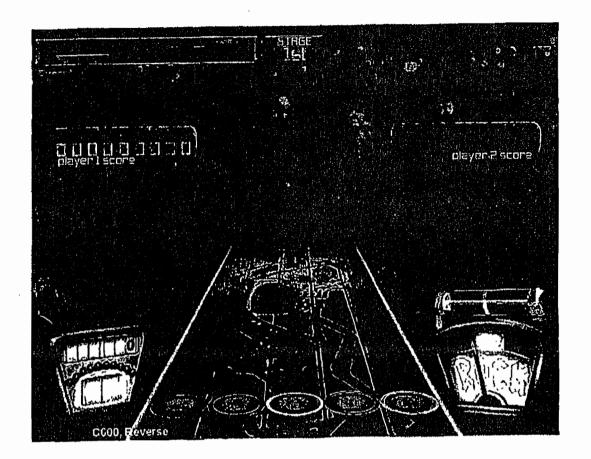


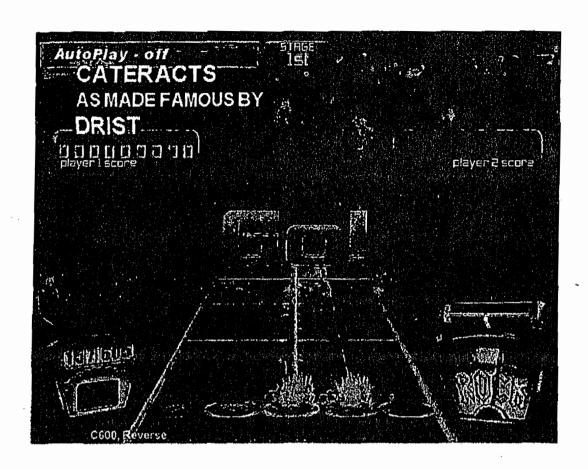


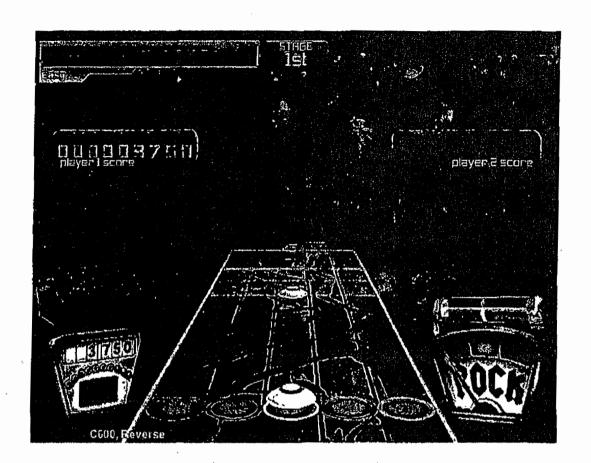














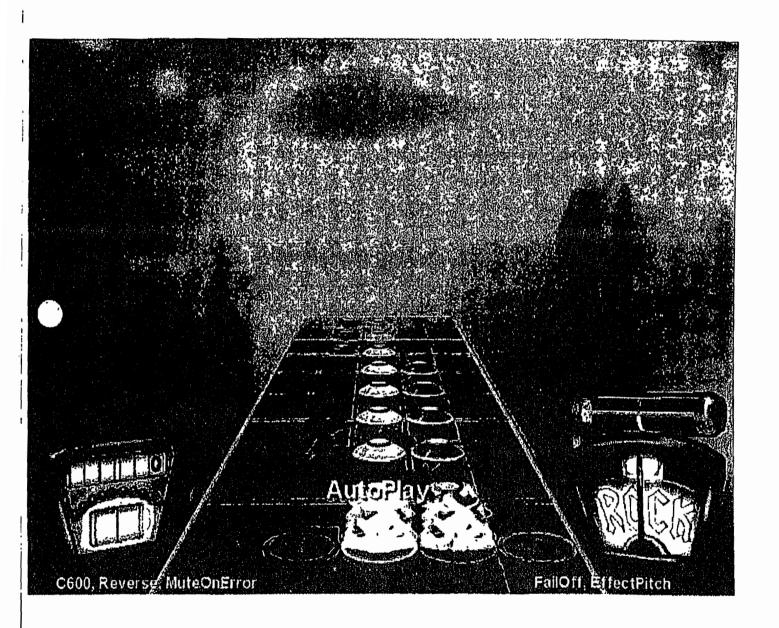


Exhibit 1; Page 19

## PROOF OF SERVICE 1 2 STATE OF CALIFORNIA, COUNTY OF LOS ANGELES I am employed in the County of Los Angeles, State of California. I am over 3 the age of 18 and not a party to the within action; my business address is 555 S. Flower Street, 50th Floor, Los Angeles, California 90071. 4 On March 26, 2007, I caused to be served the foregoing document described as [PROPOSED] CONSENT JUDGMENT AND PERMANENT INJUNCTION AS TO DEFENDANTS JOHN TAM AND COREY FONG on all other parties to this 5 6 action addressed as follows: 7 Richard F. Cauley, Esq. Wang, Hartmann & Gibbs, PC 1301 Dove Street, Suite 1050 Newport Beach, CA 92660 Facsimile: 949-833-2281 Kurt E. Wilson, Esq. Sweeney, Mason, Wilson & Bosomworth 8 983 University Avenue, Suite 104C Los Gatos, CA 95032-7637 Facsimile: 408-354-8839 9 reauley@whglawfirm.com E-mail: kwilson@smwb.com E-mail: 10 Michael A. Oswald, Esq. Oswald & Yap 11 16148 Sand Canyon Avenue 12 Irvine, CA 92618 Facsimile: 949-788-8980 13 mao@oswald-yap.com E-mail: 14 BY MAIL I caused each such envelope to be deposited in the mail at Los Angeles, 15 California. Each such envelope was mailed with postage thereon fully prepaid. I am "readily familiar" with the firm's practice of collection and processing correspondence for mailing. It is deposited with the U.S. Postal 16 Service on that same day in the ordinary course of business. I am aware that 17 on motion of party served, service is presumed invalid if postal cancellation date or postage meter date is more than one (1) day after date of deposit for 18 mailing in affidavit. EXECUTED on March 26, 2007 at Los Angeles, California. 19 BY E-MAIL <u>X</u> 20 I caused such document to be served via e-mail at the above-identified e-mail 21 EXECUTED on March 26, 2007 at Los Angeles, California. 22 I declare that I am employed in the office of a member of the (Federal) Bar of this Court at whose direction the service was made. 23 24 max. Ken Gloria C. Perez 25 Type or Print Name 26 27 28

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Case 3:07-cv-03536-MEJ Document 43 Filed 08/16/2007 Page 38 of 51

**EXHIBIT D** 

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## UNITED STATES DISTRICT COURT CENTRAL DISTRICT OF CALIFORNIA

ACTIVISION PUBLISHING, lNC., a Delaware corporation,

Plaintiff,

JOHN TAM, an individual, JAMIE YANG, an individual, COREY FONG, an individual, DOUG KENNEDY, an individual, HONG LIP YOW, an individual, RAYMOND YOW, an individual, REVERB COMMUNICATIONS, INC., a California corporation, and THE ANT COMMANDOS, INC., a California corporation,

Defendants.

PA(Ex) Case No. CV 07-00464-CAS-

PROPOSED CONSENT JUDGMENT AND PERMANENT INJUNCTION AS TO **DEFENDANT JAMIE YANG** 



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WHEREAS plaintiff Activision Publishing, Inc. ("Activision") and defendant Jamie Yang ("Yang") have agreed in a separate confidential agreement to settlement of the matters in issue between them and to entry of this Consent Judgment and Permanent Injunction, it is hereby ORDERED, ADJUDGED, AND DECREED THAT:

- 1. Activision alleged claims against Yang for: (1) copyright infringement under 17 U.S.C. § 501, et seq.; (2) violation of Section 43(a) of the Lanham Act under 15 U.S.C. § 1125(a); (3) violation of the Computer Fraud and Abuse Act pursuant to 18 U.S.C. §§ 1030(a)(4) and (a)(5)(B); (4) violation of California Penal Code § 502; (5) misappropriation of trade secrets under California Civil Code §§ 3426, et seq.; (6) misappropriation of confidential information; (7) breach of contract: (8) breach of duty of loyalty and fiduciary duty; (9) statutory unfair competition under California Business and Professions Code § 17200, et seq.: (10) common law unfair competition; and (11) conversion.
- 2. This Court has jurisdiction over all of the parties in this action and over the subject matter in issue based on 28 U.S.C. §§1331, 1338(a) and 1367(a), as well as 15 U.S.C. § 1121(a) and 18 U.S.C. § 1030(g). This Court further has continuing jurisdiction to enforce the terms and provisions of this Consent Judgment and Permanent Injunction. Venue is also proper in this Court pursuant to 28 U.S.C. §§1391(b).
- 3. Plaintiff Activision is a Delaware corporation, having its principal place of business at 3100 Ocean Park Boulevard, Santa Monica, California 90405.
- Defendant Tam, an individual who resides in Milpitas, California, was 4. until recently an employee of Activision.
- 5. Defendant Yang, an individual who resides in San Jose, California. was until recently an employee of Activision.
- Defendant Fong, an individual who resides in Foster City, California. 6. was until recently an employee of Activision.

- 7. Tam, Fong and Yang communicated with Doug Kennedy ("Kennedy"), Reverb Communications, Inc. ("Reverb"), The Ant Commandos ("TAC"), Hong Lip Yow ("H. Yow") and Raymond Yow ("R. Yow") to form a company, referred to initially as Hourglass Interactive and then, ultimately, Lodestone Entertainment, Inc., to compete with Activision using Activision's confidential and proprietary information that Tam, Fong and Yang had obtained from Activision. (Hereinafter, Defendants' contemplated business venture is referred to as "Lodestone"). Through Lodestone, Defendants planned to sell a video game ("Defendants' Game") in competition with Activision's award-winning rhythm based music games called Guitar Hero<sup>TM</sup> and Guitar Hero II<sup>TM</sup> (collectively the "Guitar Hero<sup>TM</sup> franchise").
- 8. Activision is the owner of the copyrights in the audiovisual material associated with the Guitar Hero<sup>TM</sup> franchise, which copyrights have been registered, including Copyright Registration PA-1-322-764 for Guitar Hero<sup>TM</sup>. This copyright is valid and enforceable throughout the United States.
- 9. Lodestone intended to target a confidential and proprietary Activision corporate opportunity for the Guitar Hero<sup>TM</sup> franchise involving a certain confidential third party (the "Third Party")<sup>1</sup> that was known to Tam, Fong and Yang by virtue of their employment with Activision.
- 10. Tam, working with Fong, directed an Activision employee and Activision independent contractors to develop, at Activision's expense, a demo of Defendants' Game (the "Tam Demo") for use by Defendants. Defendants reproduced, displayed, published, distributed, sold and/or promoted the Tam Demo without Activision's authorization or consent.

<sup>&</sup>lt;sup>1</sup> Because the identity of the Third Party is Activision confidential and trade secret information, the name of this party is not disclosed in this Consent Judgment and Permanent Injunction but may be found in Appendix B to the confidential Settlement Agreement between the parties.

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- Defendants intended to and did use the Tam Demo, to solicit partners 11. and funds for Lodestone. The Defendants' decision to target and/or partner with the Third Party was based on Activision's confidential and trade secret information.
- Yang signed Activision's Form of Employee Proprietary Information 12. Agreement ("Proprietary Information Agreement") obligating her to hold in strict confidence, and not use or disclose except for the benefit of Activision, Activision Proprietary Information.<sup>2</sup> Yang explicitly acknowledged and agreed that the Proprietary Information Agreement she signed constitutes a valid and binding agreement. Yang also explicitly acknowledged and agreed that Activision Proprietary Information includes, but is not limited to, the following confidential and trade secret information, which derives independent economic value from not being generally known to the public or to other persons who can obtain economic value from its disclosure or use:

<sup>&</sup>lt;sup>2</sup> "Activision Propriety Information" includes all Activision confidential and trade secret information and, as set forth in the Employee Proprietary Information Agreement signed by Tam, Yang and Fong, specifically includes:

any and all trade secrets, confidential knowledge, data or any other proprietary information pertaining to any business of the Company or any of its clients, customers or consultants, licensees or affiliates. By way of illustration but not limitation, "Proprietary Information" includes (a) inventions, ideas, improvements, discoveries, trade secrets, processes, data, programs, knowledge, know-how, designs, techniques, formulas, test data, computer code, other works of authorship and designs whether or not patentable, copyrightable, or otherwise protected by law, and whether or not conceived of or prepared by me, either alone or jointly with others (hereinafter collectively referred to as "Inventions"); (b) information regarding research, development, new products and services, marketing plans and strategies, merchandising and selling, business plans, strategies, projections, profits, records, budgets investments, forecasts, financings, and unpublished statements, licenses, prices and costs, suppliers and customers; and (c) identity, requirements, preferences, practices and methods of doing business of specific parties with whom the Company transacts business, and information regarding the skills and compensation of other employees of the Company and independent contractors performing services for the Company.

- Financial information related to the Guitar Hero<sup>TM</sup> franchise. (a) including but not limited to, profit and loss information, cost information, expenses, contract terms, sales numbers and forecasts, information contained in the Guitar Hero IITM Budget Summary, information contained in the Guitar Hero IITM North American Xbox 360<sup>TM</sup> Strategy PowerPoint, information contained in the Variable Sales & Marketing spreadsheet.
- Marketing information related to the Guitar Hero™ franchise, (b) including but not limited to marketing partners, contract terms. marketing categories, information contained in the Guitar Hero<sup>TM</sup> franchise plans, and identified growth areas for the Guitar Hero<sup>TM</sup> franchise,
- Product information related to the Guitar Hero<sup>TM</sup> franchise. (c) including but not limited to product design, such as the design for the Guitar Hero II<sup>TM</sup> Xbox 360<sup>TM</sup> controller design, future product ideas and designs,
- Profit and loss statements developed by Tam, Fong and/or Yang (d) which were derived from Guitar Hero<sup>TM</sup> financial information. including such statements developed for Hourglass Interactive and/or Lodestone Entertainment,
- Information related to music licensing and in game advertising (e) for the Guitar Hero<sup>TM</sup> franchise, including but not limited to contract terms, identities of possible future songs and artists to include, and identities of partners for licensing or in game advertising, and
- Vendor information related to the Guitar Hero<sup>TM</sup> franchise. (f) including but not limited to vendor identities and contact lists. vendor pricing, and vendor contract terms.

- Yang entered into a binding and valid employment agreement with 13. Activision. This contract required that, among other things, the term of Yang's employment would continue until May 31, 2007, and that during that time she would not work for any Activision competitor. TAC is an Activision competitor.
- THEREFORE, it is hereby further ORDERED, ADJUDGED AND 14. DECREED THAT:
- Jamie Yang, her, officers, directors, agents, servants, employees, attorneys. A. and those in active concert or participation with her who receive actual notice of this injunction by personal service or otherwise ARE RESTRAINED AND ENJOINED from:
  - 1. Copying, distributing, displaying or using any content derived or copied from the Guitar Hero<sup>TM</sup> or Guitar Hero II<sup>TM</sup> video game:
  - 2. Copying, distributing, displaying or using the game demo created by John Tam based on Guitar Hero™ and StepMania, screenshots of which are attached hereto as Exhibit 1 (the "Tam Demo") and/or copying, distributing, displaying or using any content derived or copied therefrom;
  - 3. Manufacturing, selling, offering for sale, advertising or distributing the Tam Demo, or any rhythm based video game including or derived from any Activision Proprietary Information;
  - Taking any steps to develop, market, manufacture, sell or distribute 4. any guitar, synthesizer or drum based video games, including any peripherals for those games, until December 31, 2007;
  - 5. Using, disclosing, transferring, distributing or reproducing any Activision Proprietary Information and any materials or information derived therefrom, including but not limited to, using it in connection with developing a music or rhythm based game, or in starting a

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company, said Activision Proprietary Information including but not limited to:

- Financial information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to, profit and loss information, cost information, expenses, contract terms, sales numbers and forecasts, information contained in the Guitar Hero II<sup>TM</sup> Budget Summary, information contained in the Guitar Hero II<sup>TM</sup> North American Xbox 360<sup>™</sup> Strategy PowerPoint, information contained in the Variable Sales & Marketing spreadsheet.
- Marketing information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to marketing partners, contract terms. marketing categories, information contained in the Guitar Hero<sup>TM</sup> franchise plans, and identified growth areas for the Guitar Hero™ franchise,
- Product information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to product design, such as the design for the Guitar Hero II<sup>TM</sup> Xbox 360<sup>TM</sup> controller design, future product ideas and designs,
- Profit and loss statements developed by John Tam, Corey Fong and/or Jamie Yang which were derived from Guitar Hero™ financial information, including such statements developed for Hourglass Interactive and/or Lodestone Entertainment,
- Information related to music licensing and in game advertising for the Guitar Hero<sup>TM</sup> franchise, including but not limited to contract terms, identities of possible future songs and artists to include, and identities of partners for licensing or in game advertising, and

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- Vendor information related to the Guitar Hero<sup>TM</sup> franchise. including but not limited to vendor identities and contact lists. vendor pricing, and vendor contract terms;
- Taking any steps to develop, market, manufacture, sell or distribute 6. any guitar controller intended to be compatible with Activision's Guitar Hero II<sup>TM</sup> game for the Microsoft Xbox 360<sup>TM</sup> game console until six months after Activision commercially releases the Activision Guitar Hero II™ game for the Microsoft Xbox 360™ game console or until December 31, 2007;
- Taking any steps to develop, market, manufacture, sell or distribute 7. any of the confidential peripheral devices disclosed in Appendix A until six months after Activision commercially releases such a device or until December 31, 2007;
- Disclosing, transferring, distributing, reproducing or using any of the 8. business plans developed by Jamie Yang, Corey Fong or John Tam or otherwise derived from those individuals for The Ant Commandos or for the business venture referred to variously as Hourglass Interactive and Lodestone Entertainment;
- Soliciting Activision employees for a period of one (1) year: 9.
- Soliciting any of the Activision partners and growth areas identified in 10. Appendix B to the confidential Settlement Agreement for a period of one (1) year; and
- Soliciting any of the manufacturing vendors identified in Appendix C 11. to the confidential Settlement Agreement for a period of one (1) year.
- Yang shall, within five (5) days of entry of this Consent Judgment and В. Permanent Injunction, deliver the documents and things listed below in her possession, custody or control and shall file a written certification with the

Court stating that she has done so and has not retained any such documents and things or any copies, electronic or otherwise, of such things:

- All Activision property, including but not limited to documents, files, materials and things containing or derived from Activision Proprietary Information and/or that Yang acquired, received, developed or worked on during the period of time that she worked for Activision having anything to do with the video game business; and
- 2. All documents, files, materials and things related to the business venture Hourglass Interactive and/or Lodestone Entertainment and/or otherwise related to any communications with or involving Reverb, The Ant Commandos, Doug Kennedy, Hong Lip Yow, Raymond Yow and/or any third party with whom Yang communicated related to the business venture Hourglass Interactive and/or Lodestone Entertainment.
- C. Yang shall, within five (5) days of the entry of this Consent Judgment and Permanent Injunction, disclose in writing to Activision all disclosures of information, documents or materials related to or referring to Activision's business or products or to the Tam Demo to third parties, including a description of what was disclosed and the identity of any third parties receiving such information and shall file a written certification with the Court stating that she has done so.

	Case	3:07-cv-03536-MEJ	Document 43	Filed 08/16/2007	Page 48 of 51			
1	D.	Service by mail upo	on the counsel of	record of a copy of t	this Consent			
2	2.	Service by mail upon the counsel of record of a copy of this Consent  Judgment and Permanent Injunction entered by the Court is deemed						
3			-	-	ederal Rules of Civi			
4		Procedure. It shall not be necessary for any Defendant to sign any form of						
5		acknowledgement of service.						
6	E.	Except as otherwise provided for in the Settlement Agreement, the parties						
7		shall bear their own attorneys' fees and costs.						
8								
9	IT IS	IT IS SO ORDERED.						
10	Datas	N. April 2007	D <sub>10</sub>					
11	Date	d: April, 2007	By: Hon. Unite	Percy Anderson d States District Co	net Indo			
12			Ome	u States District Co	urt Judge			
13								
14	APPROVED AS TO FORM AND CONTENT:							
15	1							
16	Dated	l: April, 2007	JONES I	DAY				
17 18								
19			By <u>:</u> Rober	t W. Dickerson				
20			Attorney	s for Plaintiff	3. D. G			
21			ACTIVIS	SION PUBLISHING	ن, INC.			
22	Dated	: April, 2007	WANG I	HARTMANN & GI	BBS PC			
23								
24			By:	Je Cayloy				
25			_	ard Cauley	۷.			
26			JAMIE Y	s for Defendant ANG				
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1	D. Service by mail upon the counsel of record of a copy of this Consent					
2	Judgment and Permanent Injunction entered by the Court is deemed					
3	sufficient notice to Defendants under Rule 65(d) of the Federal Rules of Civil					
4	Procedure. It shall not be necessary for any Defendant to sign any form of					
5	acknowledgement of service.					
6	Except as otherwise provided for in the Settlement Agreement, the parties					
7	shall bear their own attorneys' fees and costs.					
8						
9	IT IS SO ORDERED.					
10	Dated: April 18, 2007 By: Mullill					
11	Hon. Percy Anderson	-				
12	United States District Court Judge					
13	·					
14	APPROVED AS TO FORM AND CONTENT:					
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16	Dated: April 16, 2007 JONES DAY					
17						
18	By:					
19	Robert W Dickerson					
20	Attorneys for Plaintiff ACTIVISION PUBLISHING, INC.					
21	D. J. J. J. AAAA MAAJAATAADAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA	ŀ				
22	Dated: April, 2007 WANG HARTMANN & GIBBS PC					
23		+				
24	By: Alchard Cauley					
25	Attorneys for Defendant					
26	JAMIE YANG					
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## 1 PROOF OF SERVICE 2 STATE OF CALIFORNIA, COUNTY OF LOS ANGELES I am employed in the County of Los Angeles, State of California. I am over 3 the age of 18 and not a party to the within action; my business address is 555 S. Flower Street, 50th Floor, Los Angeles, California 90071. 4 On April 17, 2007, I caused to be served the foregoing document described as 5 [PROPOSED] CONSENT JUDGMENT AND PERMANENT INJUNCTION AS TO DEFENDANT JAMIE YANG on all other parties to this action addressed as 6 follows: 7 Richard F. Cauley, Esq. Wang, Hartmann & Gibbs, PC Kurt E. Wilson, Esq. Sweeney, Mason, Wilson & Bosomworth 983 University Avenue, Suite 104C Los Gatos, CA 95032-7637 1301 Dove Street, Suite 1050 Newport Beach, CA 92660 Facsimile: 949-833-2281 Facsimile: 408-354-8839 rcauley@whglawfirm.com E-mail: kwilson@smwb.com E-mail: 10 Michael A. Oswald, Esq. 11 Oswald & Yap 16148 Sand Canyon Avenue 12 Irvine, CA 92618 Facsimile: 949-788-8980 13 mao@oswald-yap.com E-mail: 14 BY MAIL I caused each such envelope to be deposited in the mail at Los Angeles, 15 California. Each such envelope was mailed with postage thereon fully prepaid. I am "readily familiar" with the firm's practice of collection and 16 processing correspondence for mailing. It is deposited with the U.S. Postal Service on that same day in the ordinary course of business. I am aware that 17 on motion of party served, service is presumed invalid if postal cancellation date or postage meter date is more than one (1) day after date of deposit for 18 mailing in affidavit. EXECUTED on April 17, 2007 at Los Angeles, California. 19 BY FEDERAL EXPRESS 20 I caused each such envelope, with delivery fees provided for, to be served via Federal Express. I am "readily familiar" with the firm's practice of arranging 21 envelopes to be delivered on an overnight basis by Federal Express. Federal Express will send its authorized courier to pick up envelopes which bear Jones Day's Federal Express Account Number at the firm's office in Los Angeles, California, and that thereafter Federal Express will deliver such 22 23 sealed envelopes on an overnight basis in the ordinary course of business. EXECUTED on April 17, 2007 at Los Angeles, California. 24 BY FACSIMILE 25 I caused such document to be served via facsimile at the above-identified facsimile number, our telecopier confirming that the transmissions were 26 received intact.

EXECUTED on April 17, 2007 at Los Angeles, California.

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